

# Blender 3D Quick-Start – Session 2

## Resources:

<http://cgcookie.com/blender/category/tutorials/rendering/cycles-tutorials/> – Tutorials on rendering/materials in Cycles (some are free)

<http://cgcookie.com/blender/category/tutorials/modeling/> – Tutorials on modeling (some are free)

<http://www.blendswap.com> – Free 3d model downloads for Blender, community driven

## Mesh Editing:

Don't forget the Tools panel on the left of the 3D viewport!

Enter/exit edit mode – **Tab**

Switch between vertex/edge/face sub-modes – **Ctrl + Tab**

Switch between wireframe/solid view – **Z**

Snap 3D cursor (menu) – **Shift + S**

Add vertex – **Ctrl + RMB-click**

Extrude – **E**

Knife tool – **K**

Connect/join vertices – **J**

Loop cut – **Ctrl + R**

Delete/dissolve – **X**

“Specials” menu – **W**